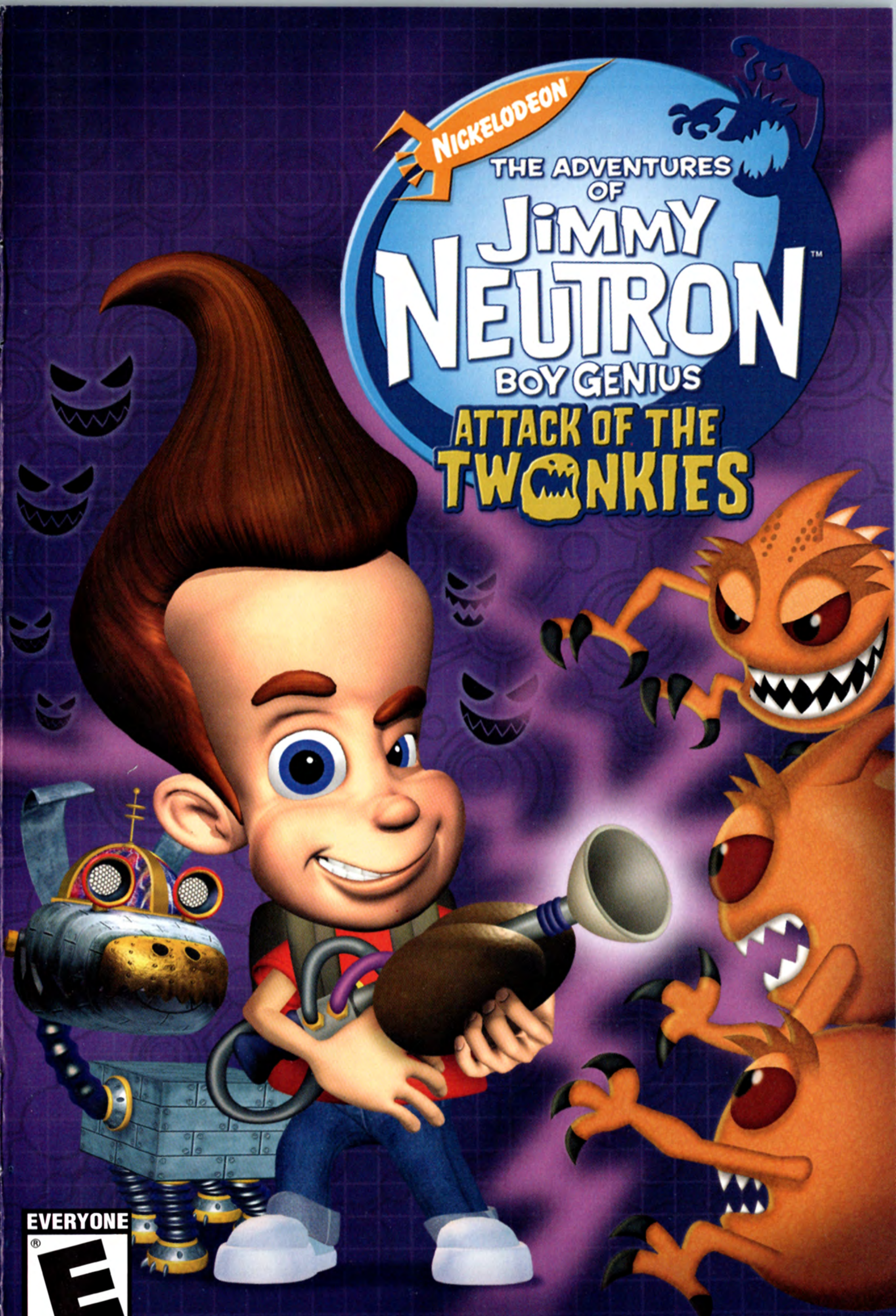
NICKELODEON

THE ADVENTURES OF JIMMY NEUTRON™ BOY GENIUS

ATTACK OF THE TWONKIES



EVERYONE

CONTENT RATED BY ESRB

THQ®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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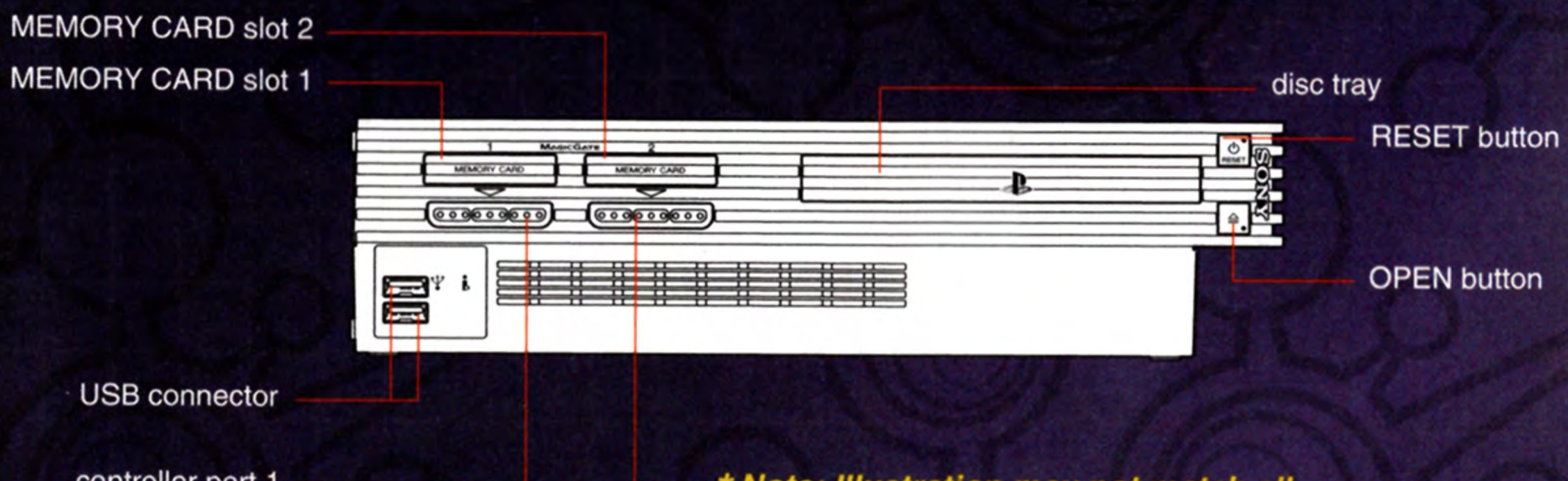
GETTING STARTED



**** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.***

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the The Adventures of Jimmy Neutron™ Boy Genius: Attack of the Twonkies disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB) (FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your for PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB) (for for PlayStation®2) containing previously saved games.

CONTROLS

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

GAME CONTROLS

Left analog stick: - - - - - - - - - -Moves Jimmy Neutron.
Right analog stick: - - - - - - - - -Moves the camera.
Directional buttons: - - - - - - - - -Accesses the Hypercube Inventory System.
L1 button: - - - - - - - - - - - - - -Center camera behind Jimmy.
R1 button: - - - - - - - - - - - - - -Access the Inventerface.
□ button: - - - - - - - - - - - - - - -Use a gizmo, invention or super invention.
× button: - - - - - - - - - - - - - - -Jump or double-jump.
○ button: - - - - - - - - - - - - - - -Switch between the VDR & the Sheenograph XL when invented.
△ button: - - - - - - - - - - - - - - -Activate / Use things (like doors, radios, etc.), talk to other characters.
START button: - - - - - - - - - - - - - -Turn on the Infotron XL (Pause Menu).
Rotate the left analog stick & Press the × button: - - - - - -Spin Jump.

JETPACK CONTROLS

Left analog stick: - -Control forward, back, left and right flying.
□ button: - - - - - - - -Turns on Jetpack Thrust to fly upwards.

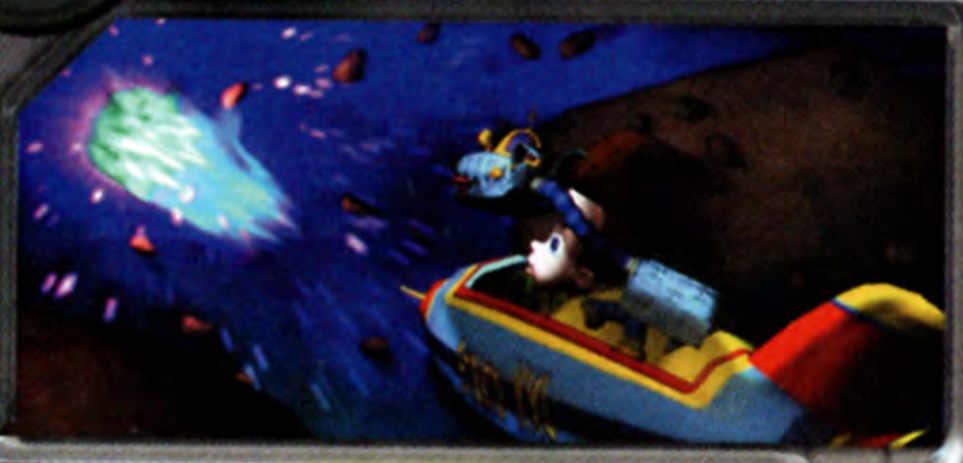
LAWNMOWER CONTROLS

Left analog stick: - -Control the lawnmower's direction.
△ button: - - - - - - - -Get on or off the lawnmower.

SPACESHIP CONTROLS

Left analog stick: - -Control up, down, left and right flying.
□ button: - - - - - - - -Fires the ship's laser.

JUST A TINY MISCALCULATION



"Sometimes it's a burden to be such a genius."
"I know what you mean. That's why I decided early on to sabotage my highly scientific brain with cartoons and sugar." – Jimmy & Sheen.

It's not like you can pass up a chance like this -- Twonkus-3 only comes near Earth once a year! And it's supposed to be simple; just zip up to the comet, get a few mineral samples, and come back.

But what do you do when Carl finds a little alien stowaway after Jimmy returns and wants to keep it? What about when that stowaway morphs into a nasty Stomper by listening to music?

Yeesh! It's like everybody thinks it's your fault hordes of mutating, rampaging aliens are running around everywhere.

It's up to you to save the day!

TWONKIE TROUBLE

BEGINNING A NEW GAME

BEGINNING A NEW GAME

After the power is turned on, the title screen appears. Press the START button to go to the Main Menu screen. The Main Menu has six choices: New Game, Load Game, Continue Game, Options, Bonus Material, and Credits.

NEW GAME

From here, you can start a New Game and also have the option to choose a save game file.

LOAD GAME

Load a game from a previously saved file.

CONTINUE GAME

Use this to continue playing after loading a saved game.

OPTIONS

This allows you to adjust the sound and control settings.
Options are stored when a game is saved:

Controller Configuration

- Rumble on/off
- Invert Y-axis for Strato XXL rocket ship

Music & Sound

- Music Volume
- SFX Volume
- Output Format Stereo/Mono

BONUS MATERIAL

As you complete levels and objectives in the game, you can unlock mini-games and concept art done during the making of the game. You can even unlock a Bonus Level if you possess enough genius to finish the entire game with an "A" grade average.

PLAY CHALLENGES

This allows you to play any mini-games you have unlocked. Just highlight the mini-game and select it to play.

CREDITS

Want to know more about the big brains that made the game? Click on this to find out.

PLAYING IN RETROVILLE

"Mr. Neutron. You're lucky I'm in a good mood today" – Principal Willoughby

Battery bar:
Indicates how much energy you have to power your inventions.

Health Bar:
Tells you how healthy Jimmy is.

Gizmo Bar:
Shows you what Gizmo you're using and how much energy it has remaining.

Twonkie Detection:
The needle flips to the right and the color shifts towards red when you get close to a Twonkie. Underneath this is the number of Twonkies left within the current level.

Inventerface Icons:
These icons will flash when you have enough parts to make an invention. The green one flashes when you can make a gizmo, the blue one when you can create an invention, and the orange one when you have enough items to make a super invention.

Genius Points:
Genius points are assigned to Jimmy for many reasons: Completing tasks, capturing Twonkies, exploring the world, and inventing things. These points are all tallied up and displayed here.

DEALING WITH DANGER!

A few tips on Twonkie Hunting

Catching rogue aliens isn't easy, especially if all they want to do is have fun by causing trouble and making mayhem. Here are a couple of suggestions to help you get by.

- Explore everywhere, running around and looking behind and inside things. You never know where you might find a good gadget piece waiting for you to pick up.

- If it glows, it's usually something interesting. Go take a look at it.

- While exploring Retroville, you will come across many characters and objects displaying a bouncing green △ button (see below). This symbol is an Interact Icon and Jimmy can use or activate these things by moving close to them and pressing the △ button. Jimmy's going to need all the help he can get so be sure to look out for these icons!

- Invention Icons (see right) are very similar but can only be activated if Jimmy is holding a specific invention in his hand when pressing the △ button. Different situations may require Jimmy to use different inventions.

- Be careful of things that bump, kick, stomp, roll, and generally want to hurt you. You can do it!

THE INVENTERFACE

"Think... think... THINK - Brain blast!"
- Jimmy Neutron

From building a rocket ship to scooping up exotic comet debris, to ridding the world of alien pests, Jimmy Neutron is going to need as many inventions as he can think of! You control Jimmy's inventing abilities by using the Inventerface.

The first step to invention is to locate its individual invention objects. You'll find these scattered all over the place, around corners, in closets, or even inside buildings. From popcorn to computer monitors and old, used coats -- anything can be used in a custom Neutron-Patented invention!

Once you've picked up a few items, access the Inventerface by pressing the R1 button. From here, use the directional buttons to move around and get familiar with it. You've got four categories where collected items are automatically sorted into: Gizmo, Invention, Super Invention, and Blueprints.

Apart from Blueprints, each of these categories has a set of slots you have to fill before you can build something spectacular. A Gizmo requires two filled slots, an Invention three filled slots, and a Super Invention four filled slots. Pressing the ⊗ button allows you to view any items you might have in these categories and using the directional buttons lets you cycle through these items in the slots in order to put together different combinations.

Just because these slots are filled, doesn't mean you can always invent something. To check to see if any of the items you have will combine to make a working invention, watch Jimmy's reaction while looking at different combinations. He'll either give you a 'thumb's up' and a hearty "stupendous idea!" or tell you the combination just won't work. If you have already invented something you will be told that, too. Once you've found a successful combination, press the ⊗ button to invent it and you will be able to use your new device from the Hypercube. Pure genius!

Trying lots of different item combinations is the key to becoming a great inventor. And don't forget that everything Jimmy picks up can be used for something... even if a lot of the time it's something crazy!

The Blueprint Inventerface is the easiest category to work with. If you find a blueprint, you can read all about it in this category. It spells out step by step what items you need to make a particularly important invention.

Don't forget -- Inventerface Icons will also flash during the game to let you know if you have enough items to make an invention.

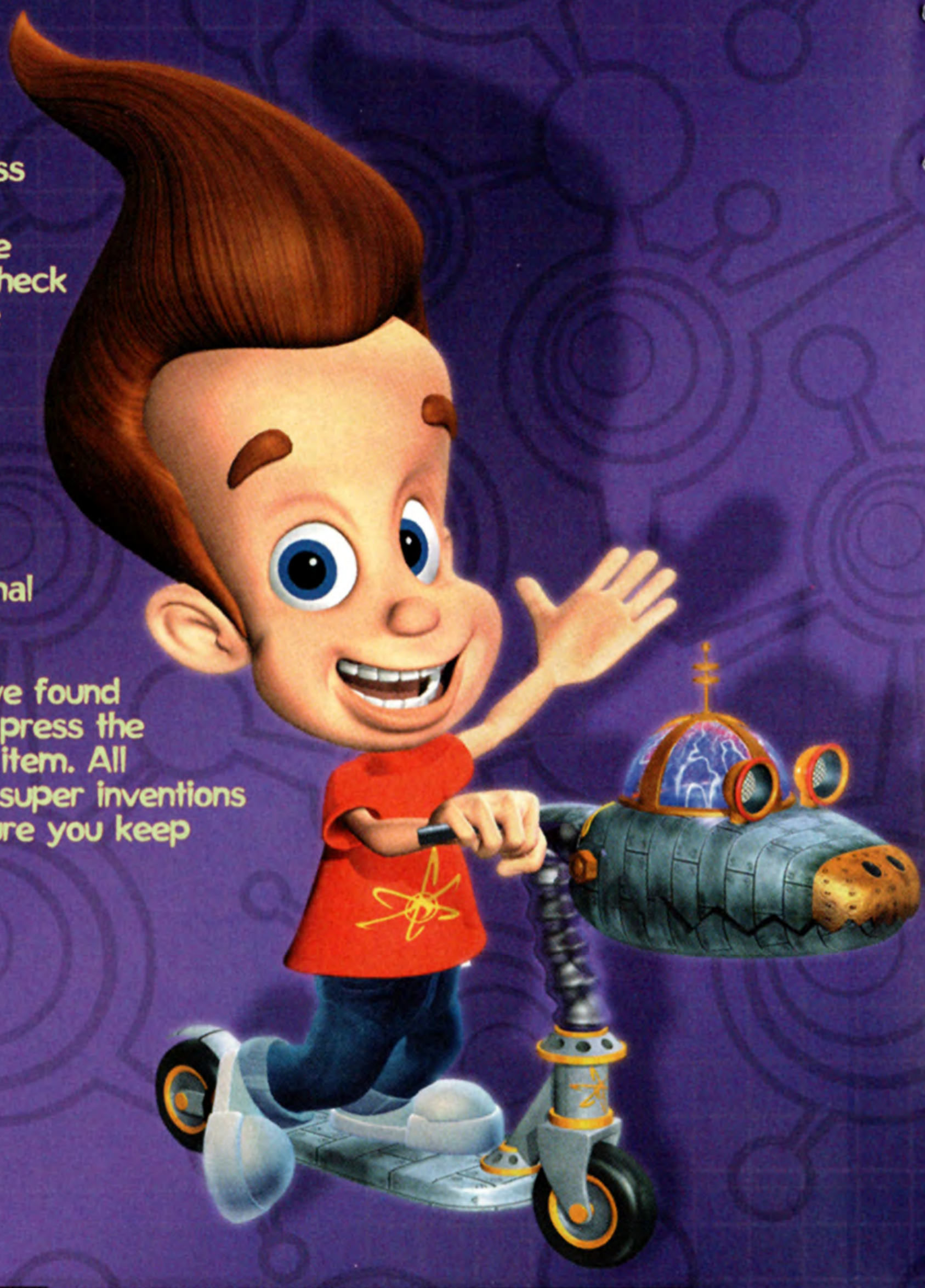
INVENTERFACE CHECKLIST

- Pick up Invention objects. ☑
- Access the Inventerface (R1 button). ☑
- Press the ⊗ button to select a category. ☑
- Use the directional buttons to view different item combinations. ☑
- Press the ⊗ button to invent something which Jimmy gives the 'thumb's up' to. ☑

USING THE HYPERCUBE

Any item that Jimmy has invented is now stored for use in your very own Hypercube Inventory System.

Press any of the directional buttons on your controller to access the Hypercube. From here, you can use these directional buttons to check out your inventory. The ⬅ and ➡ directional buttons let you cycle through the different types – Gizmos, Inventions, Super Inventions, and Goddard Commands. The ⬆ and ⬇ directional buttons let you select specific items in these categories. When you've found what you need to use, press the ⊗ button to equip that item. All gizmos, inventions and super inventions use power, so make sure you keep charged up!



Note: As mentioned, Jimmy controls his faithful dog, Goddard, using the Hypercube. Just move the Hypercube over to Goddard's command category and select something for him to do. The ⊗ button sends the order to Goddard, who is always ready to obey his master. Just remember, certain commands are only available at certain times...

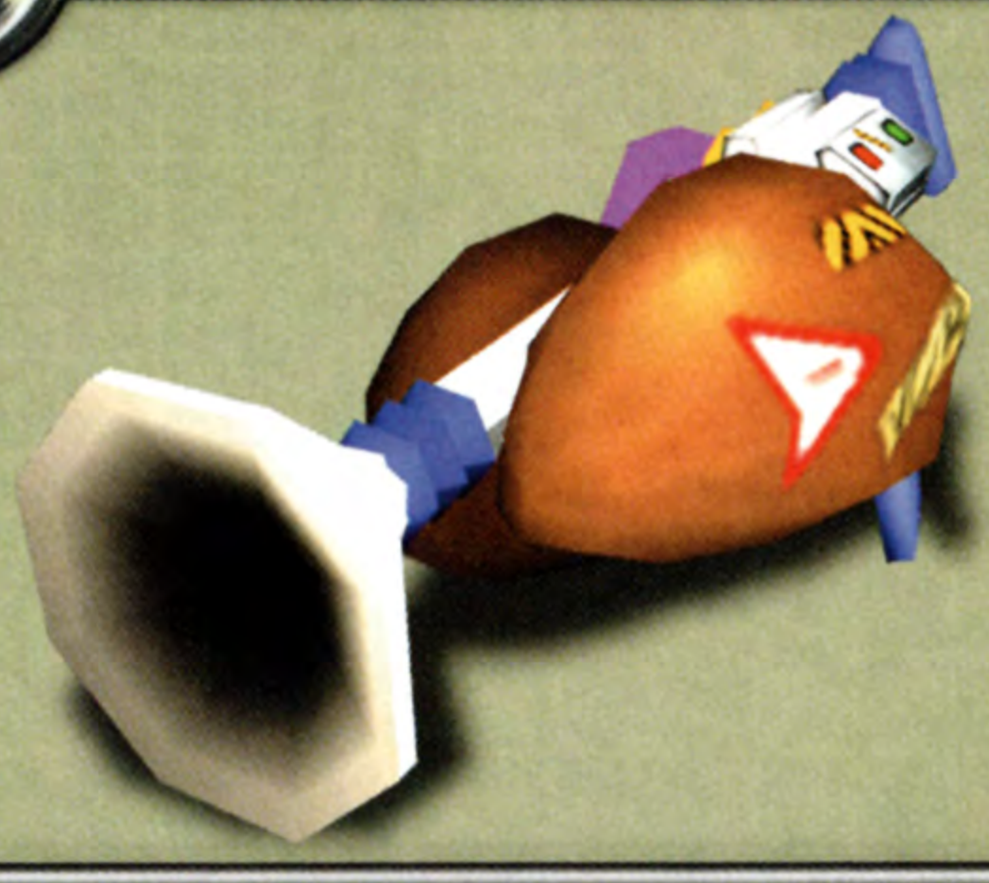
GADGETS & OTHER GOOD STUFF

Every inventor needs a little help along the way and Jimmy's no exception. Here are a few things to pick up that make life a bit easier.

You're going to need a lot of power for your inventions. Find and pick up batteries to keep everything charged and ready.

Yum! A tasty snack of Cheese Goobies -- just the thing to keep your health and personal pep up while chasing space aliens through Retroville.

A Jimmy Neutron specialty, if you've been stomped flat by Stompers or gobbled up by Gromps, you'll reappear back at the last checkpoint you activated.



The Vacuum Demodulating Reciprocator (VDR), is the perfect Twonkie-catching invention. Just try it! Oh, and remember to hold on tight.

This is the Sheenograph. Although Sheen's voice produces such a horrible screech that it curls nose hairs, there's no denying it's effective in turning Gromps and Stompers back into Twonkies.

TWONKIE-PEDIA

Nice, furry, and harmless, Twonkies are only dangerous when exposed to music... or sound... or noises of the same 'color' as themselves. Then they change into something quite horrible.

[Note: Pull away on the left analog stick while reeling in the Twonkies with a VDR, otherwise they'll just drag you along until the batteries run out!]

Stompers are evolved Twonkies and while they certainly aren't the smartest critters ever seen, they make up for it with a mean streak a mile wide.

[Note: If you see a Stomper rolling at you, jump! Zap them in the back with the Sheenograph after they go past you.]

The ultimate result of Twonkie evolution, the gruesome Gromps hurl orbs of destruction at anyone they don't like.

To make matters worse, Twonkies have also evolved into different and more dangerous sub-species – Elemental Twonkies. These bad guys can be identified by their color, speed, and the type of sound which attracts them: Lightning Twonkies are attracted to voices, Ice Twonkies are attracted to water sounds, and Dark Matter Twonkies love man-made noises.

INFOTRON XL

What's a boy genius without his Infotron-XL? Check it whenever you feel you need updates. On the screen, you'll always find how many Twonkies you've captured, how many Twonkies are running around free, and how many Genius points you've accumulated. You'll also see a quick schematic of how to use your controller when accessing the Infotron-XL.

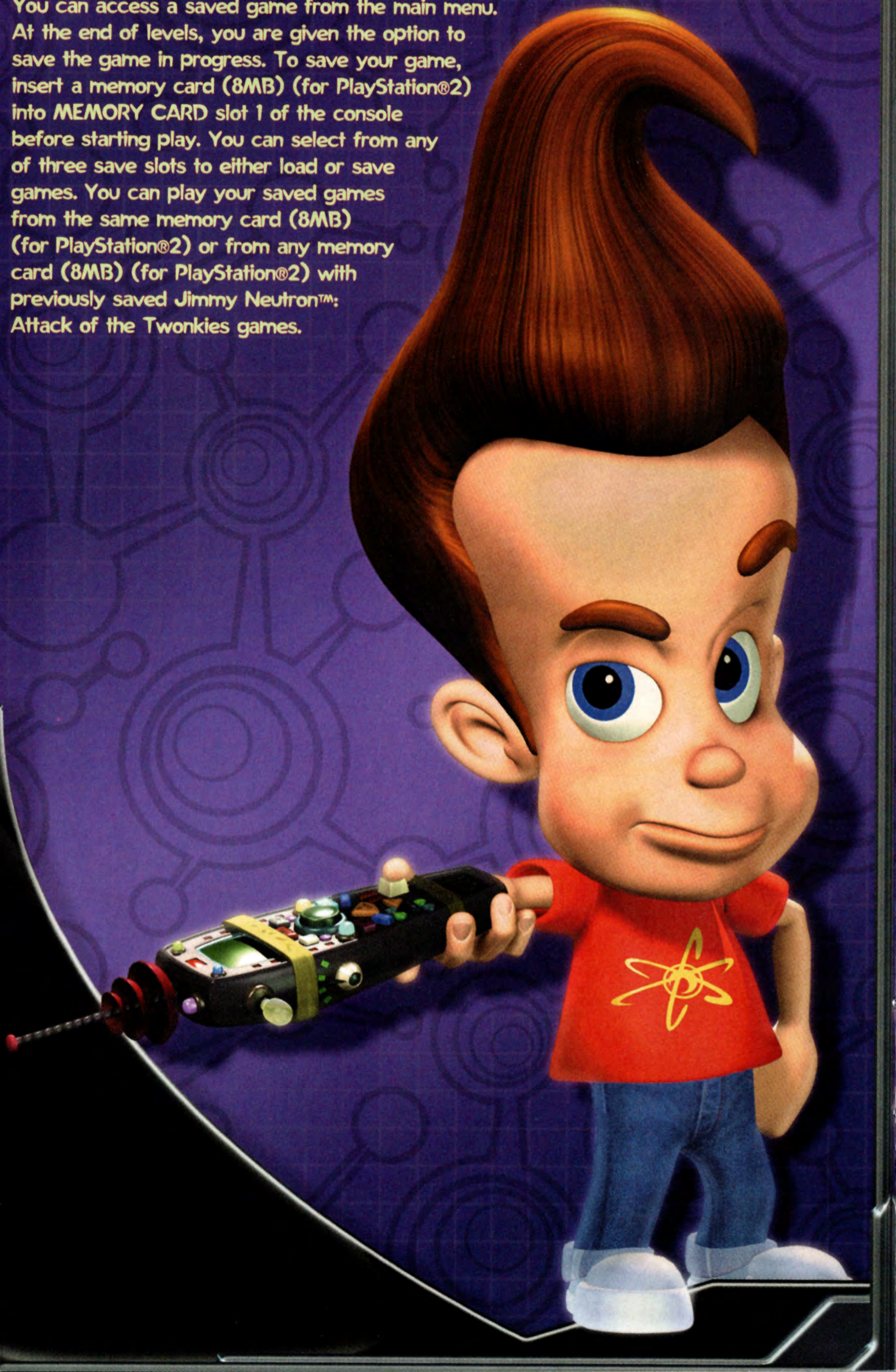
Your ⬅ or ➡ directional buttons cycle through reports (if available). The START button exits the Infotron-XL and returns you to the game. Pressing the SELECT button gives you the Option menu, which allows you to adjust the sound or controller settings, or exit the game.

The △ button calls up a Report Card that shows you how many Genius Points you have for collecting Twonkies, Pick Ups, Objectives, and Exploration. The ✕ button lists your objectives checklist and shows which ones you've completed.

Pressing the ○ button reveals Trophies you've earned. The □ button grades your progress overall in the game so far. Straight "A" students like Jimmy get a special reward...

SAVING & LOADING

You can access a saved game from the main menu. At the end of levels, you are given the option to save the game in progress. To save your game, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of the console before starting play. You can select from any of three save slots to either load or save games. You can play your saved games from the same memory card (8MB) (for PlayStation®2) or from any memory card (8MB) (for PlayStation®2) with previously saved Jimmy Neutron™: Attack of the Twonkies games.



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PlayStation®2

EVERYONE

E

CONTENT RATED BY ESRB

Comic Mischief

Mild Cartoon Violence

Stephen Hillenburg

NICKELODEON movies

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Paramount A VIACOM COMPANY

THINGS ARE ABOUT TO GET REALLY ODD!

the Fairly OddParents!

NICKELODEON

SHADOW SHOWDOWN

PlayStation®2

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E

CONTENT RATED BY ESRB

Comic Mischief

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Yokian Defender
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357,150

Lab Rescue
199,910

Down Town Danger
54,800

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Limited Warranty

THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

To receive warranty service:
Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at http://www.thq.com. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

THQ Inc.
Customer Service Department
27001 Agoura Road, Suite 270
Calabasas Hills, CA 91301

THQ is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

This warranty shall not be applicable and shall be void if: (a) the defect in the Product has arisen through abuse, unreasonable use, mistreatment or neglect; (b) the Product is used with products not sold or licensed by Sony Computer Entertainment America or THQ (including but not limited to, non-licensed game enhancement and copier devices, adapters and power supplies); (c) the Product is used for commercial purposes (including rental); (d) the Product is modified or tampered with; (e) the Product's serial number has been altered, defaced or removed.

Repairs after Expiration of Warranty

After the ninety (90) day warranty period, defective Product may be replaced in the United States and Canada for US$25.00. The original purchaser is entitled to the replacement of defective Product for a fee, only if proof of purchase is provided to THQ. Make checks payable to THQ Inc. and return the product along with the original proof of purchase to the address listed above.

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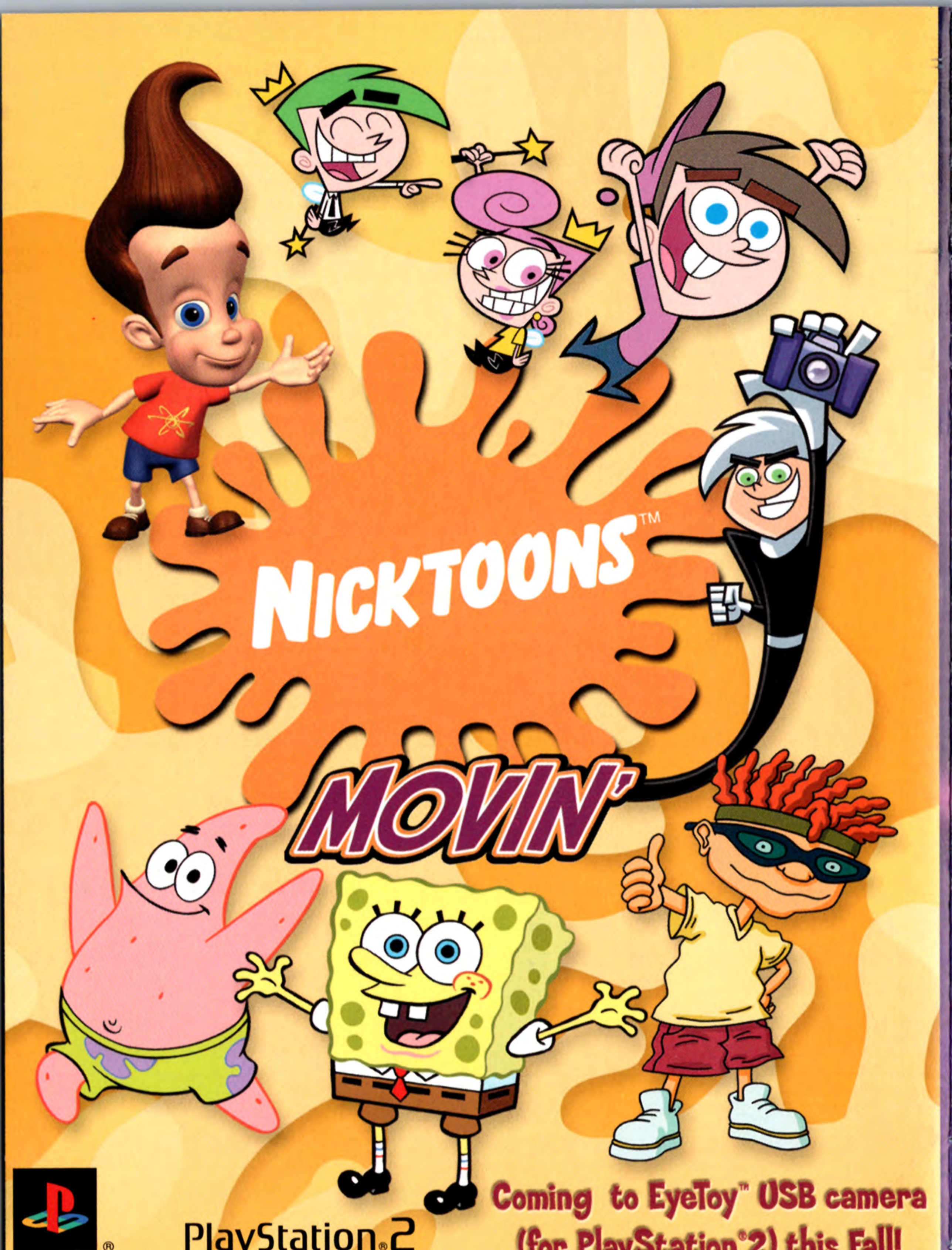

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